ANTI-AIR WRAITH – TYPE 52 ANTI-AIRCRAFT ARTILLERY

ARMOURED – BUILD RATING 4

WEAPONS	RANGE	ARC	AP	AT	AA
Fuel Rod Battery	20/40”	FRONT	2	12	12

Devastating (FLY): Gain +1 Firepower Rating shooting at Flyer Elements.
Devastating (INF): Gain +1 Firepower Rating shooting at Infantry Elements.
Indirect Fire: IDF attacks are resolved at Firepower Rating 2.

Medium Plasma Cannon	10/20”	FRONT	6	4	3

Point Blank: Gain +1 Firepower Rating shooting at Short Range.

MOVE	SOAK	REACT	IMPACT
6/12”	4	11/13	2

DAMAGE			
	5	5	5

LOADOUTS

Aerial Insertion: Up to 1 AA Wraith may be deployed via a Combat Drop Air Support Mission.
Scour the Skies: React on 7/9 against Flyers.

ANTI-AIR WRAITH – TYPE 52 ANTI-AIRCRAFT ARTILLERY

TYPE

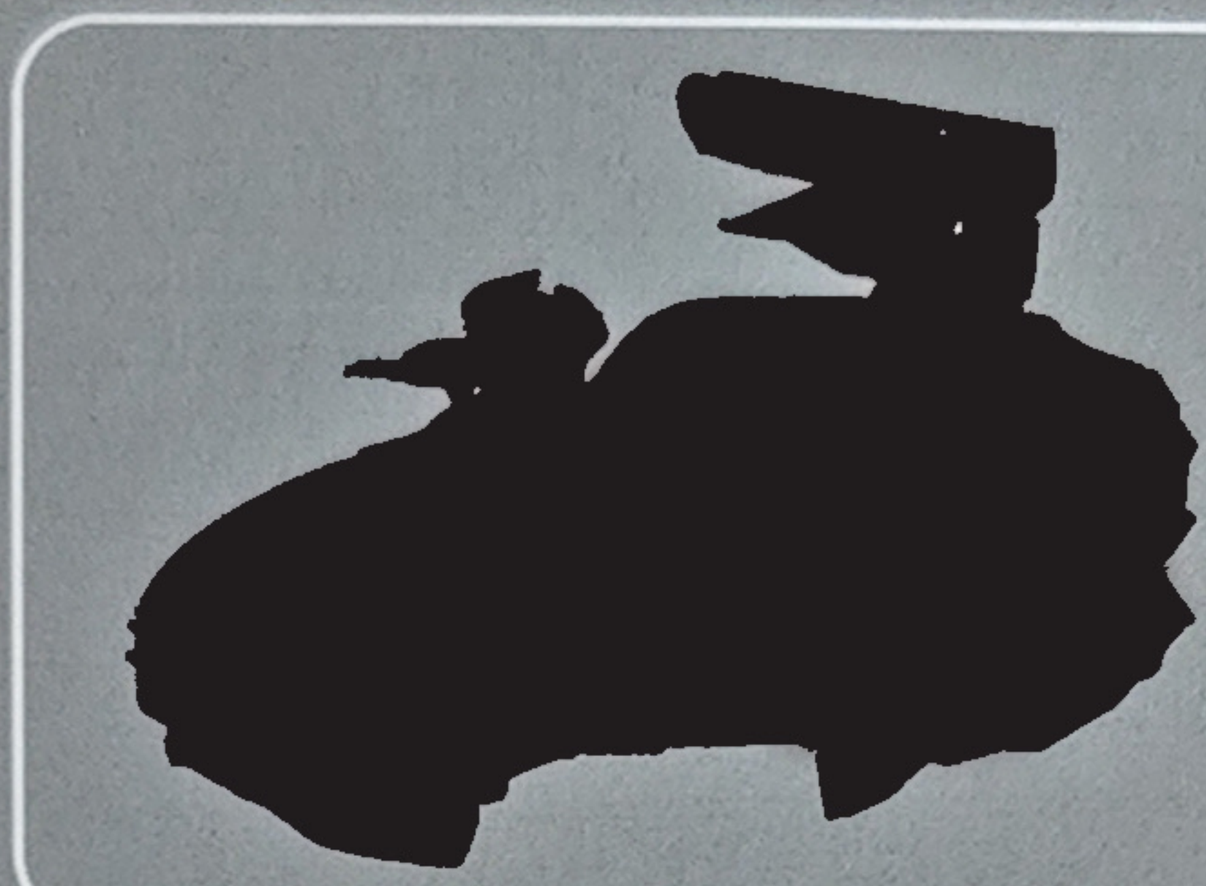
ARMOURED

ELEMENTS

1

POINTS

250



Encountered late in the Covenant War, the Anti-Air Wraith is fitted with six rapid-fire plasma flak cannons that proved highly effective in countering UNSC light attack aircraft. Though ONI analysts presumed the vehicle was a dedicated air defence vehicle, the Covenant often deployed AA Wraiths as a direct assault vehicle against UNSC forces in urban areas.

TThe AA Wraith is effective against both ground and air targets, though it is particularly deadly against the latter.

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